

## Chapter Review Game Planning Sheet

**What kinds of games do you like to play?**

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> Board Games    | <input type="checkbox"/> Crossword Puzzles | <input type="checkbox"/> Sports                |
| <input type="checkbox"/> Brainteasers   | <input type="checkbox"/> Playground Games  | <input type="checkbox"/> Travel Games (in car) |
| <input type="checkbox"/> Computer Games | <input type="checkbox"/> Puzzles           | <input type="checkbox"/> Video Games           |

**What are some of your favorite games? (List their names below.)**

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_
- 4) \_\_\_\_\_
- 5) \_\_\_\_\_
- 6) \_\_\_\_\_
- 7) \_\_\_\_\_

**What about the games that you listed makes them fun to play?**

## Chapter Review Board Game Rubric

Use the questions below to help you invent your own game.

Many of the board games you have played probably centered around a specific topic or organizing idea. Consider the topics of some of the games you have played, such as *Clue* (a detective who must solve a murder mystery), *Life* (an adult who must complete the tasks necessary to live as a grown-up), *Monopoly* (a real estate agent who buys and sells property), *Operation* (a doctor who operates on a patient), *Pictionary* (an artist who draws), etc.

**Around what kind of topic will you organize your game?**

Games can be structured in many different ways. In some, individual players compete to be the first to make their way around the game board. In others, teams compete to be the first to answer a question correctly, to complete a task in the shortest amount of time, or to generate as many answers as possible within a given time frame.

**What will players have to do in order to “win” your game?**

Review your answer to the question, “*What about the games that you listed makes them fun to play?*”

**Which of the elements that you wrote down will you incorporate into your game so that it will be fun to play? Are there any other elements that you could add in order to make your game more fun?**

**Which of the following elements will your game include?**

- |  |  |
|--|--|
| <input type="checkbox"/> Buzzer  | <input type="checkbox"/> Holder (for cards, tiles, etc.) |
| <input type="checkbox"/> Dice  | <input type="checkbox"/> Pencils and scoring sheet       |
| <input type="checkbox"/> Game board  | <input type="checkbox"/> Place markers                   |
| <input type="checkbox"/> Game pieces (chips, pegs, tiles, etc.) and/or ? cards | <input type="checkbox"/> Timer                           |
| <input type="checkbox"/> Instruction sheet                                     |  |

**Amy John's Activity Page - PowerPoint Games**

<http://teach.fcps.net/trt2/activities/>

Scroll down to *General* and look for Mark Damon's *Jeopardy*, *Hollywood Squares*, & *Who Wants to Be A Millionaire*